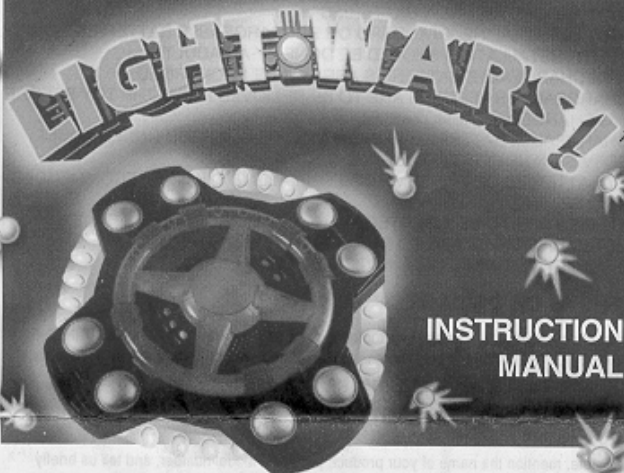
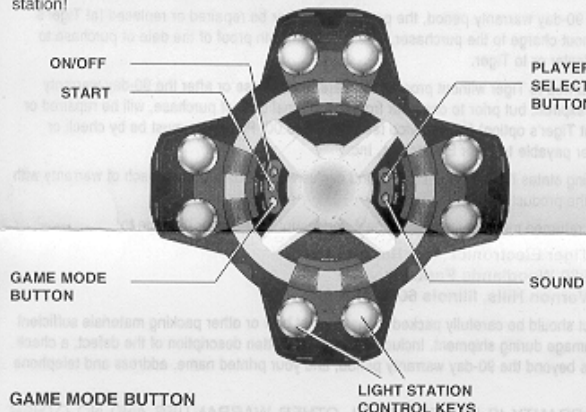




Head for the lights — and prepare yourself for battle! If you've never moved at "Light Wars" speed before, here are some easy instructions to take you through it.

## WELCOME TO LIGHT WARS

The object of LIGHT WARS is to protect your battle station from the moving lights. Guard your battle station by using the two silver buttons as "flippers" to deflect the lights whenever they come close. Don't let the lights slip past your guard and into your battle station!



### GAME MODE BUTTON

-- to choose game of your choice.

The game begins in MODE 1. Press MODE again to change modes. Your selection will be lit up in the center of the board.

### PLAYER SELECT BUTTON

-- to choose number of players

The game begins in 1 PLAYER mode. Press PLAYERS again to change number of players. As players are added, the light in front of that player's station will turn on.

Game 4 requires 4 players. If you select Game 4, the game will automatically activate 4 players.

### START

-- to start the game (after selecting game choice and number of players).

### SOUND

-- to control sound: on or off.

### LIGHT STATION CONTROL KEYS

-- Each player defends his own light station with the two silver keys. Use your two buttons as flippers to deflect or trap the lights

### NUMBER OF PLAYERS

1 to 4.

You can choose from four different games. Use the **GAME MODE** button to select the game of your choice. The default game is game is MODE 1: Striker.

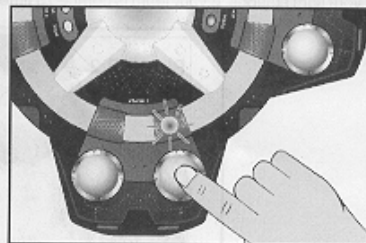
After making your game choice, use the **PLAYERS** button to select number of players (from 1 to 4), except for Game 4, which is for 4 players only. If you want to play by yourself, select "1" to play against the computer.

Press the **START** button to begin playing. You'll hear the "Game Start" sound and the lights at each player's station will flash 3 times, warning that player to be ready for action. When the computer is playing (in a 1 player game), the computer's light station will flash 9 times at the game start, so it's clear what light station the computer controls.

## 1. STRIKER

Use your two silver control buttons (flippers) to deflect lights from entering your light station. Each time a light enters your light station counts as a "miss" against you. Each time the light gets past you, you will hear an alarm sound and the light above your station will flash 3 times indicating the "miss".

Five misses and your flippers stop working, and you are out for the remainder of the game



### DEFLECT THE LIGHTS!

The lights around the game board move faster and faster as the game progresses.

Five misses and you're out. When you're eliminated, the light above your station will flash 3 times. When a player is eliminated (or no player is at that station), the station light will then light up and stay lit until the end of the game. The flippers belonging to an eliminated player will no longer function until the game is complete. The last player left in the game is the winner.

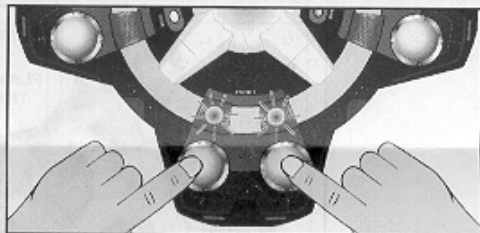
## 2. STRIKER<sup>2</sup>

### DOUBLE THE LIGHTS - DOUBLE THE CHALLENGE!

Same as Striker, except you must defend against two lights.

Before play begins, two red lights go on (over light stations 1 and 3) indicating your choice of STRIKER<sup>2</sup>. Then play begins with station 1 and station 3 releasing the battle lights!

As in STRIKER, use your control keys (flippers) to deflect lights from entering your light station — except instead of merely having one light rocketing toward your light station at a time — in STRIKER<sup>2</sup>, you will have to face TWO lights coming at you at a time. Double the lights to deflect — double the challenge!



### INSTEAD OF ONE LIGHT ROCKETING TOWARD YOUR LIGHT STATION AT A TIME — NOW THERE ARE TWO!

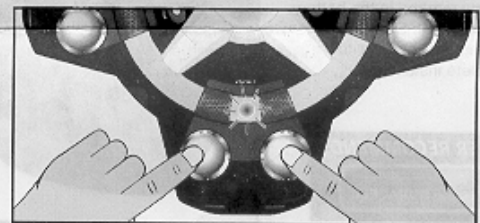
The lights will move faster and faster as the game continues, requiring faster and faster responses from you!

Each time a light gets past you is a "miss". Each time the light gets past you, the light above your station will flash 3 times indicating the "miss".

Five "misses" and you're out. When you're eliminated, the light above your station will flash 3 times. As in mode 1 (Striker), when a player is eliminated (or no player is at that station), the station light will then light up and stay lit until the end of the game. The flippers belonging to an eliminated player will no longer function until the game is complete. The last player left is the winner.

## 3. LOCKDOWN

The opposite of Striker: Instead of deflecting the light, you will try to capture the light by simultaneously pressing both buttons as the light enters your light station.



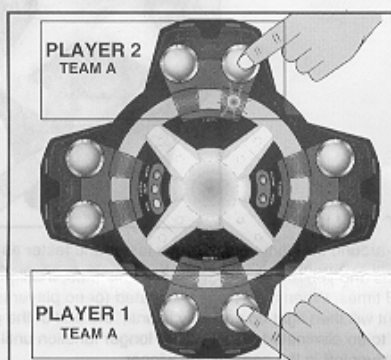
### TRAP THE LIGHT WITHIN YOUR LIGHT STATION!

The first player to trap 5 lights is the winner. The winner is treated to a "Game Winning" light show.

#### 4. BATTLE-LIGHT

This is the only game that requires four players, two teams of two players each. In this game, the controls of your station are linked to your partner. Only by pressing your flipper at the same time as your partner can you successfully defend against the lights.

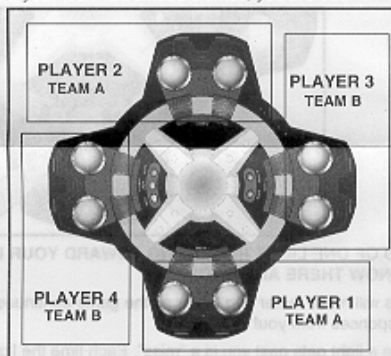
You and your partner line up on opposite sides of the board: TEAM 1 is players 1 and 3, and TEAM 2 is players 2 and 4. You must work together with your partner to defend BOTH your light stations. If your team is bombed 5 times, you are both out of the game.



PLAYERS 1 AND 3 ARE TEAM A, AND PLAYERS 2 AND 4 ARE TEAM B AS INDICATED ABOVE.

Play begins with a "Megastar" light launched from the center of the game. The Megastar will move around the board and try to destroy your base. Use your flippers to defend your base, but since you are linked with your partner, your flipper will only work if your partner presses his flipper at the SAME TIME! If you and your partner successfully block, the Megastar is destroyed and will start over from the center of the game.

If you and your partner don't hit your flippers at the same time, an alarm will sound and the Megastar enters your station, which indicates you've been "bombed" by the Megastar. Even if the Megastar enters your partner's station, it is so powerful that it will destroy your station, too! If your team is bombed 5 times, you are out!

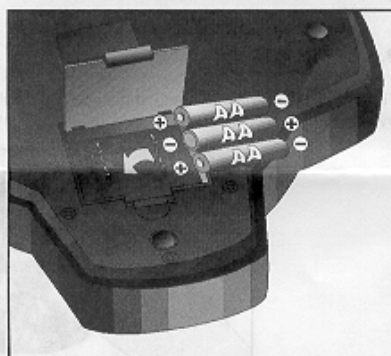


YOU AND YOUR PARTNER MUST EACH FLIP YOUR FLIPPER AT EXACTLY THE SAME TIME!

#### INSERTING THE BATTERIES

Open the battery compartment door. Slide open the cover to expose the battery compartment.

Remove and replace the three AA / LR6 batteries with polarity marked in the battery compartment. Slide the cover and replace the door to complete installation.



#### TIGER RECOMMENDS



#### CAUTIONS

DO NOT MIX OLD AND NEW BATTERIES  
DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.  
BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.  
NON-RECHARGEABLE BATTERIES ARE NOT BE RECHARGED.  
RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).  
RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).  
ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.  
BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY. EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.  
THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

#### DEFECTS OR DAMAGE

If a part of your product is damaged or something has been left out, DO NOT RETURN THE PRODUCT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

**TIGER ELECTRONICS, INC. REPAIR DEPT.**

980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address. We will do our best to help.

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Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free of defects in material or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$15.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

**Tiger Electronics, Inc. Repair Dept.**

980 Woodlands Parkway  
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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